

IN THE CLAIMS

Please amend the claims as follows:

1. (Previously Presented) A method of generating one of a plurality of display indicia on a gaming machine in synchronization with an adjacent gaming machine, the gaming machine including a display, a plurality of emitters, and a plurality of sensors, the method comprising:
detecting a first signal from an emitter of the adjacent machine at one of the plurality of sensors wherein the one of the plurality of sensors is positioned proximally to the emitter of the adjacent gaming machine; and
in response to the first signal, generating the one of the plurality of display indicia on the display and emitting a second signal from one of the plurality of emitters, wherein the one of the plurality of display indicia is selected from the plurality of display indicia based on which of the plurality of sensors detects the first signal.
2. (Previously Presented) The method of claim 1, further including:
detecting a game-related event in a game executed on the gaming machine; and
in response to the game-related event, emitting the second signal from the one of the plurality of emitters.
3. (Previously Presented) The method of claim 2, further including in response to the game-related event, generating another display indicia of the plurality of display indicia on the display.
4. (Original) The method of claim 2, wherein the game-related event is a bonus feature.
5. (Previously Presented) The method of claim 1, wherein the display includes a plurality of lamps, and wherein the step of generating the one of the plurality of display indicia includes sequentially flashing the lamps.

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6. (Previously Presented) The method of claim 1, wherein the first and second signals are light signals, the emitter being a light, the sensor being a photo sensor.
7. (Previously Presented) The method of claim 1, wherein the display includes a video display, and wherein the step of generating the one of the plurality of display indicia includes displaying an image of a moving object.
8. - 18. (Canceled)
19. (Previously Presented) A gaming machine comprising:
a plurality of emitters, wherein the plurality of emitters is for emitting signals to a plurality of other gaming machines;
a plurality of sensors, wherein the plurality of sensors is for detecting signals from the plurality of other gaming machines; and
a display for displaying ones of a plurality of display indicia, wherein the ones of the plurality of display indicia can be selected for display based on which of the plurality of sensors detects a signal.
20. (Previously Presented) The gaming machine of claim 19, wherein the plurality of emitters includes a right emitter and a left emitter, and wherein the plurality of sensors includes a right sensor and a left sensor.
21. (Previously Presented) The gaming machine of claim 19, wherein the display includes a plurality of lamps, and wherein the ones of the plurality of display indicia include sequential flashing of the lamps.
22. (Previously Presented) The gaming machine of claim 21, wherein the plurality of sensors includes a right sensor and a left sensor, and wherein the sequential flashing of the lamps includes,
if the right sensor detects a signal, a left-to-right mode; and
if the left sensor detects a signal, a right-to-left mode.

23. (Previously Presented) The gaming machine of claim 19, wherein the ones of the plurality of display indicia can be selected for display based on a gaming event.
24. (Previously Presented) The gaming machine of claim 19, wherein the plurality of emitters include light emitters and the plurality of sensors include light sensors.
25. (New) A machine-readable medium storing a set of instructions that, when executed by a gaming machine, cause of the gaming machine to perform operations for generating one of a plurality of display indicia on a gaming machine in synchronization with an adjacent gaming machine, the gaming machine including a display, a plurality of emitters, and a plurality of sensors, the operations comprising:
detecting a first signal from an emitter of the adjacent machine at one of the plurality of sensors wherein the one of the plurality of sensors is positioned proximally to the emitter of the adjacent gaming machine; and
in response to the first signal, generating the one of the plurality of display indicia on the display and emitting a second signal from one of the plurality of emitters, wherein the one of the plurality of display indicia is selected from the plurality of display indicia based on which of the plurality of sensors detects the first signal.
26. (New) The machine-readable medium of claim 25, the operations further comprising:
detecting a game-related event in a game executed on the gaming machine; and
in response to the game-related event, emitting the second signal from the one of the plurality of emitters.
27. (New) The machine-readable medium of claim 26, the operations further comprising:
in response to the game-related event, generating another display indicia of the plurality of display indicia on the display.
28. (New) The machine-readable medium of claim 26, wherein the game-related event is a bonus feature.

29. (New) The machine-readable medium of claim 25, wherein the display includes a plurality of lamps, and wherein the step of generating the one of the plurality of display indicia includes sequentially flashing the lamps.
30. (New) The machine-readable medium of claim 25, wherein the first and second signals are light signals, the emitter being a light, the sensor being a photo sensor.
31. (New) The machine-readable medium of claim 25, wherein the display includes a video display, and wherein the step of generating the one of the plurality of display indicia includes displaying an image of a moving object.